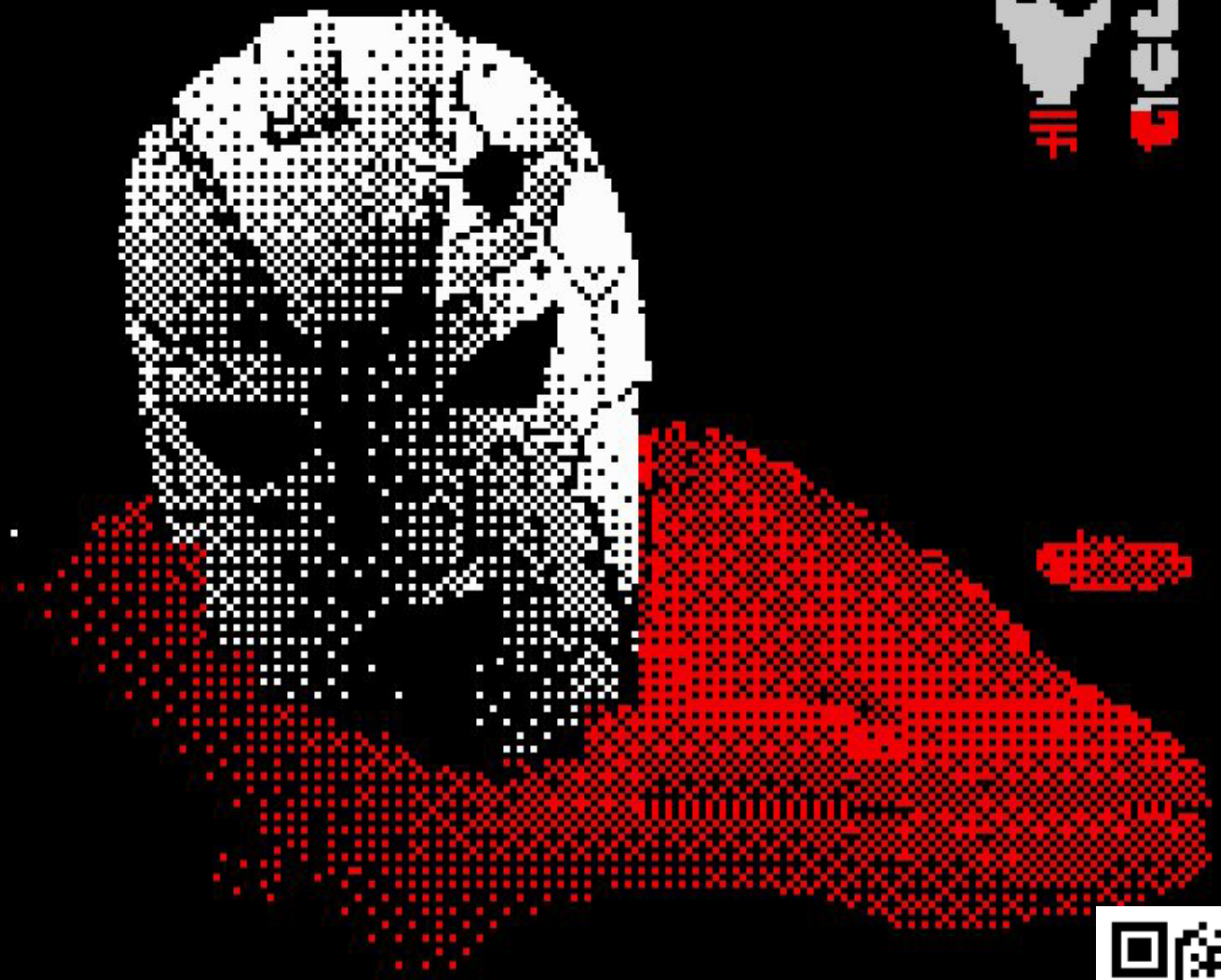

The Experiment

TEXT ADVENTURE
ZX SPECTRUM 128K

"You have woken up chained in a dark cell, with no idea how you got there. A monstrous jailer is your only company. Your goal is to escape alive"

The Experiment

Welcome.

First of all, I'd like to thank you for taking an interest in this game, and above all for the time you've invested in it.

In this guide you'll find hints, the map, and the complete solution in case you find it too difficult to finish, although my intention is for it to be accessible to most players.

You don't need to read this guide; in fact, I don't recommend using it until you're completely stuck. But if you do get stuck, don't hesitate to look here for the solution—it's always better to finish an adventure with some help than not to finish it at all.

In any case, I recommend reading these brief instructions before you start playing.

The game map is divided into two areas: the interior and the exterior of the laboratory.

MAP will display a map that fills in as the game progresses, but it does not show your current position.

At all times, HELP will display the following information:

I or INVENTORY lists the items you are carrying.

You can use TAKE, DROP, HIT, TALK, BREAK, and EXAMINE (or EX), among others. When a less common verb is required, it will be indicated in the text.

N, S, E, W, UP, DOWN, ENTER, GET IN, GET OUT are the possible directions. They will be shown only as arrows in the exits panel.

DOWN, UP, ENTER, or EXIT may be indicated in the exits panel or in the text.

USE does work in some cases.

That's all, I hope you enjoy it.

For anything else, I'm at your disposal:

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And enjoy the The Experiment playlist on Spotify.

Game developed for Spectrum 128k with the PAWS parser by Tim Gilberts.

Script, graphics, and code: Eduardo José Villalobos Galindo.

Testing: Ricardo Oyón Rodríguez.

Help with the translation: Waldroid and Peter J. from Spectrum Computing forum.

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EJVG
2021-2025

Map

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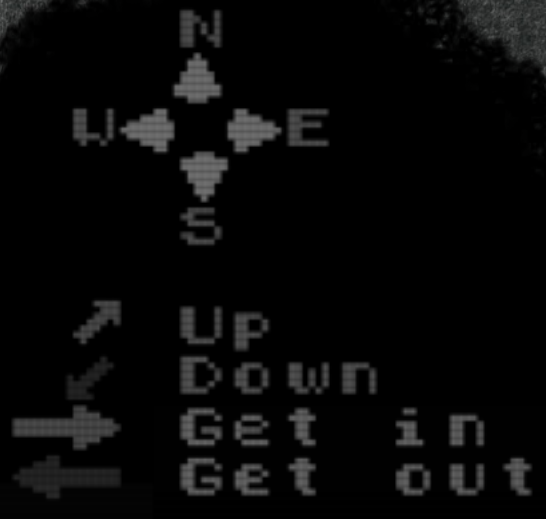

The game begins in the cell.

The exterior area is above the basement and is accessed through the trapdoor.

The outside can only be reached through the memories until you manage to escape from the laboratory.

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Hints

How do I cut the chain?

Try examining the clothes, and with what you find you might be able to reach it.

How do I operate the switches?

Resetting switch 1 will trip or flip switch 1. You may need to reset more than one.

How do I restore the power?

By resetting one or two switches in the electrical panel room.

How do I prevent the monster from attacking me?

It can't be avoided. It's destiny.

How do I return to the basement?

You have to find the trapdoor through which you entered; maybe the tall grass is hiding it.

Which switches need to be activated?

The key is in the two notes: the one in the book and the one in the drawer.

What is the computer password?

Sometimes people use passwords like their dogs name...

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What is the file number?

The files have been lost, but maybe on a personal item, like a photo, its written.

How do I open the locked laboratory door?

Maybe from the inside, if you could get in, for example... through the ceiling.

How do I turn on the electroshock device?

First, you need to plug it in.

Where do I plug in the electroshock machine?

There are usually power sockets where there are computers.

How do I take the machine to the monster?

You can only take it as far as the cable allows, so if the machine cant go to the monster, the monster will have to come to the machine.

How do I make the monster come?

What better way than calling it over the microphone?

Where are the car keys?

How do I defeat the monster?

Where is the gun?

Its in the car—maybe you can remember where.

By shooting it?

They're with your friends remains. And the remains are in... the trash room?

WALKTROUGH

The
Experiment

We wake up unconscious in a cell; we can't move and will soon discover that we are chained to the wall.

EXAMINE STRETCHER and we find a promising tray that we can't take because of the chain. Using INVENTORY and EXAMINE CLOTHES, we discover a useful belt.

THROW BELT AT TRAY will knock it over and drop a bolt cutter, which will allow us to cut the chain—but our captor enters through the door, and we'll have to wait for them to leave before we can TAKE BOLT CUTTER and CUT CHAIN, after which we can move freely.

SOUTH, EAST, and SOUTH lead to a door that blocks our way, but it can be opened with PUSH DOOR. Inside it's dark, but we have a mobile phone that will let us see with TURN ON PHONE.

By EXAMINE SHELF and EXAMINE BOOKS, we find three books that catch our attention. EXAMINE SELIGMAN BOOK will make a note fall from it. TAKE NOTE and READ NOTE gives us a hint: "raise 6 and 15."

We continue WEST, and in the office, EXAMINE DESK will show invoices and delivery notes. EXAMINE INVOICES will reveal various information, including a note about electricity that says "remember +1," which completes the puzzle from the note found in the book.

We go back EAST and NORTH; we are in the hallway again. EAST and EAST again, and we reach the switch room.

Upon entering, we are told to use the verb "reset" so we reset the switches according to what the notes said: 6+1 and 15+1; RESET SWITCH 7 and RESET SWITCH 16, and the light will come on in the computer room.

We return WEST, but there the monster is waiting for us. For three turns it will hit us, and we can do nothing to prevent it, until we finally lose consciousness.

The beginning can be disorienting: we are outside at night. Next to us is a car. ENTER CAR and EXAMINE GLOVEBOX, where there is a gun that we don't use for now. TAKE BOLT CUTTER and GET OUT CAR.

Once outside, CUT PADLOCK to open the gate, NORTH to enter the property, at which point our friend puts the car keys away.

EXAMINE CONSTRUCTION and we discover a mysterious grid that we won't be able to manipulate to enter, WEST and EXAMINE DOGHOUSE, FOLLOW CHAIN, and EXAMINE DOG to find a clue—the dog's name is "Paulov."

EXAMINE WEEDS and we find a trapdoor, which with OPEN TRAPDOOR will take us back to our first encounter with the monster.

We wake up again in the hallway; the monster is gone.

SOUTH and EXAMINE MIRROR to discover some photos.

NORTH, WEST, SOUTH, and TURN ON COMPUTER, then TYPE PAULOV to unlock the device.

WEST, SOUTH, and now we notice a panel on the ceiling.

CLIMB TABLE and REMOVE GRID to be able to ENTER the duct.

EAST and DOWN to go out into a Gesell observation room, EXAMINE WINDOW and EXAMINE RECTANGLES, which are the photos viewed from the back, revealing a number: "90573."

WEST to go back, NORTH and EAST, OPEN FILE and TYPE 90573 to open the dossier and read that our enemy is terrified of electricity.

We return to the laboratory: WEST, SOUTH, and EXAMINE TABLE to discover the electroshock machine, TAKE MACHINE, and NORTH. The machine is very heavy, and each time we move it we have to pick it up again; TAKE MACHINE and EAST, here is a power socket, so PLUG IN MACHINE, then TAKE MACHINE and NORTH, we are warned that the cable only reaches this far, so TURN ON MACHINE.

We go back SOUTH, WEST, SOUTH, and EAST, and in the Gesell room, PRESS BUTTON and TALK; the monster appears, so we go after it: WEST, NORTH, EAST, and NORTH, and we confront our enemy, who flees westward.

We go NORTH, EXAMINE REMAINS, and TAKE KEYS to get the car key.

SOUTH, WEST, WEST, and WEST to reach the exit staircase.

UP, EAST, SOUTH, ENTER CAR, OPEN GLOVEBOX, TAKE GUN and SHOOT GUN are the final moves that allow us to reach the car and shoot our enemy in extremis, but it is essential not to make mistakes when typing, as losing more than one move will make us fail.

The monster lies wounded. From here, we have three options to end the adventure: START CAR to leave, GET OUT CAR and CALL AMBULANCE to save the monster's life and reveal the laboratory, or GET OUT CAR and SHOOT GUN to kill it and end the adventure in an unexpected way.

The End